

**SPAT**  
MAGAZINE

# RENEGADE paintball



**GS**  
GLOBAL  
SOFTWARE

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# INTRODUCTION

It's time to get down and dirty in the most intense paintball experience yet. SPLAT MAGAZINE RENEGADE PAINTBALL offers a hopper-full of ways to play. Advance through 28 single player challenges. Choose Skirmish mode to set the game up the way you want. Select Arcade for a paintball match unlike any you've ever seen - power up and douse the competition. Finally, choose Multiplayer to test your skills against other human opponents in the ultimate online SPLAT fest.

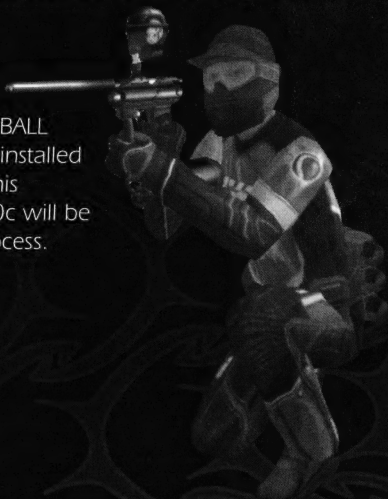
# INSTALLATION

Insert the SPLAT MAGAZINE RENEGADE PAINTBALL game CD into your CD-ROM drive. If Autorun is enabled on your system, simply wait a few seconds for the Autorun menu to appear. Click the Install button on the Autorun menu, then follow the on-screen instructions to install the game.

If the Autorun is disabled on your system, you will need to manually launch the installation of the game. To do this, use Windows Explorer to view the contents of your CD-ROM drive and double-click on the "Setup.exe" file. Follow the on-screen prompts to setup the game on your system.

# DIRECT X SETUP

SPLAT MAGAZINE RENEGADE PAINTBALL requires that you have DirectX 9.0c installed on your system. If you don't have this installed on your system, DirectX 9.0c will be installed at the end of the install process.



## PLAYING THE GAME

With the SPLAT MAGAZINE RENEGADE PAINTBALL CD inserted into your CD ROM drive, click the Start button on your Windows taskbar then select Programs, Global Star Software, Renegade Paintball and finally click the play icon. To skip opening logos and cinematics simply click the left mouse button.

## DEFAULT GAME CONTROLS

Note: You can change your control layout via the Options menu.

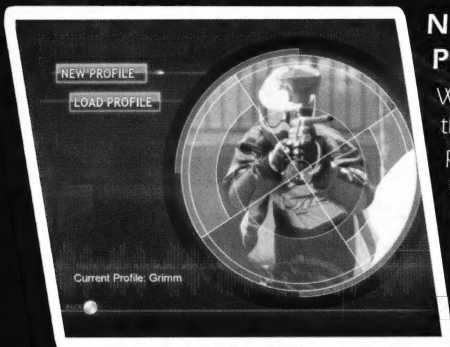
### Mouse

#### Left Mouse Button

W	Aim
S	Fire
A	Move Forward
D	Move Back
Shift	Strafe Left
Spacebar	Strafe Right
Ctrl	Hold to Sprint
C	Jump
R	Toggle Crouch
Z	Dive (stand up)
X	Reload
Q	Toggle Zoom
E	Toggle 3rd Person View
	Peek Left
	Peek Right



# PROFILES

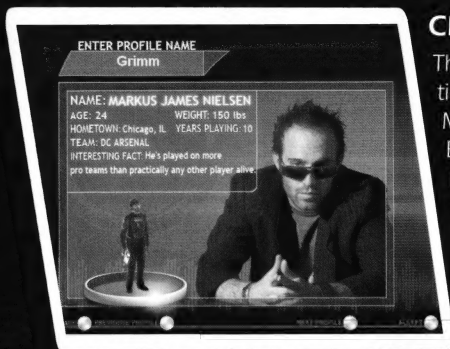


## NEW PROFILE / LOAD PROFILE

When you start the game for the first time, you must create a profile. As you play the game and win challenges, your progress is saved to your profile.

Highlight New Profile and click the Left Mouse button to continue to the Name Screen.

If you already have a saved profile, select Load Profile then select a profile from the list to proceed to the Main Menu.



## CHARACTER SELECT

There are 9 paintball personalities to choose from in SPLAT MAGAZINE RENEGADE PAINTBALL. Click the Previous and Next buttons to scroll through the available characters.

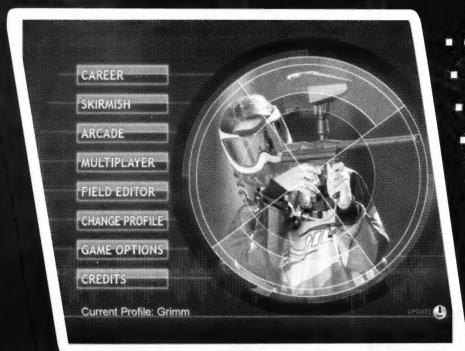
The character selected will be your representative in Career mode.

Click in the box and then type your player name. When you've entered your name, click Accept to continue or click Back to return to the Profile screen.

**Note that profile names must be unique (you cannot have two or more profiles with the same name).**

## MAIN MENU

Once you've created a profile you are taken to the Main Menu. This is the hub to select all other areas of the game including:



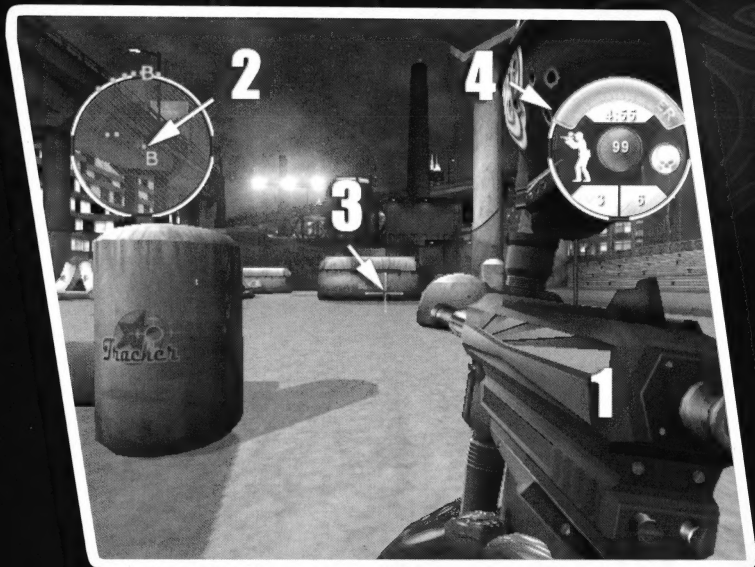
- Career (Single Player)
- Skirmish (Single Player)
- Arcade (Single Player)
- Multiplayer (Internet and LAN)
- Level Editor
- Change Profile
- Game Options

The current profile appears under the Game Options button. Move the mouse cursor to highlight an option then Left click to accept it.

Click the X in the upper right hand corner to Quit the game.

Click the Update button in the lower right hand corner to minimize and update the game with the latest version if available.

# IN GAME OVERVIEW



## 1. MARKER

Marker is a term for “paintball gun”.



Your marker is your best friend... your closest ally in the harsh world of SPLAT MAGAZINE RENEGADE PAINTBALL.

Left click to fire your marker. You must left click for each shot. Press the R key to reload your hopper.

There are 10 markers available in the game. They vary not only in look, but also in accuracy, distance and rate of fire. It will be useful to fire off a few rounds in a non-combat environment to get the feel down for each marker.

## 2. RADAR



The RADAR shows all players and objects on the map.

For Career challenges, Red dots represent Red team players while Blue dots represent Blue team players.

Similarly, Home Bases and flags are shown in their respective team colors.

On center flag missions, the flag is represented by the team 1 color.

If playing Arcade or Deathmatch, all players are shown as Red dots.

There are 3 settings for the RADAR: On, Off and Team. You can change the settings from the Skirmish and Arcade screens. RADAR ON shows all players on both teams on the RADAR. RADAR OFF removes the RADAR completely from the Game Screen. RADAR TEAM shows only your team members on the RADAR.

## 3. CROSSHAIRS

Your crosshairs are shown as a plus sign in the dead center of the screen.

Most paintball guns have a certain amount of inaccuracy. You will notice that your shots don't always go to the dead center of your crosshairs. This varies with the marker you are using.

As you move or change stance, your crosshairs widen and narrow. The farther apart your crosshairs are, the less accurate your shots will be. This simulates inaccuracy attributed to shooting on the run. You are less accurate when moving and standing, and more accurate when crouched, prone and staying still.

## 4. Heads Up Display (HUD)



Your Heads Up Display appears in the upper right corner of the game screen. The HUD displays game and player information.

Your Sprint meter is at the top of the HUD. See **SPRINTING** (page 12) for more information.

Game Time is displayed beneath the Sprint Meter.

Ammunition is shown as the colored ball in the center of the HUD. As you fire shots, the color goes down. When the color is gone you must reload. There is a number count as well. Your hopper holds a maximum of 99 shots when filled.

The Game Type icon is shown on the right side of the HUD. See **GAME TYPES** (page 10) for more information.

Your current stance is displayed on the left side of the HUD. See **STANCES** (page 11) for more information.

The score is located at the bottom of the HUD. Your (team) score is on the left and the Enemy team score is on the right. Scoring changes depending upon the Game Type.

### **GAME TYPE**

**Elimination**

**Deathmatch**

**Arcade**

**Center Flag**

**Capture the Flag**

**King of the Hill**

### **LEFT SCORE**

Number of Your Team Remaining

Number Enemies Eliminated

Number Enemies Eliminated

Your team - Flags Returned

Your Team - Flags Captured

Your Team Score

### **RIGHT SCORE**

Number of Enemy Team Remaining

Number of times eliminated

Number of times eliminated

Enemy Team - Flags Returned

Enemy Team - Flags Captured

Enemy Team Score



## GAME TYPES

There are 8 game types in SPLAT MAGAZINE RENEGADE PAINTBALL.



### WALK THE FIELD

Walk The Field is not so much a game type as it is a way for you to explore a field to learn its nuances. There are no enemies present. It is strictly for practice.



### TEAM ELIMINATION

Your team must eliminate all players on the opposing team before they eliminate you. The round is over when all members of a team are eliminated. During a round, if you are eliminated, you will teleport into another player on your team. If all other players are out, you lose the round.



### CENTER FLAG

There is 1 flag in the center of the field. Your team must snag that flag and return it to your base to score. If the flag-carrier is tagged out, he drops the flag. If playing **Center Flag Push**, you must get the flag to your opponent's base to score.



### CAPTURE THE FLAG

You must infiltrate the enemy's home base, grab their flag and then get it back to your home base. Your flag must be at your home base in order to score. That means if both flags are stolen, you must eliminate the enemy flag-carrier and then return your flag before you can score.



### KING OF THE HILL

In the center of the map is a yellow barrier. In order to score, your team must occupy this area. As you remain in the area, you gain points. The winning team will have the most points when time runs out.



### DEATHMATCH

Deathmatch is a hard core way of saying "every man for himself." Before you get all teary-eyed... no one really dies.



### ARCADE

Forget reality with this exclusive FANTASY ARCADE mode. Arcade is strictly Deathmatch, with the added bonus of 8 super-powered pick ups to unleash some paintball pandemonium. Hey, it's RENEGADE Paintball for a reason.

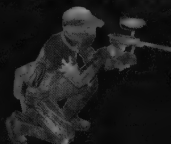
# MOVEMENT

## WALKING and RUNNING

Use the W-A-S-D keys to move your character. W and S move forward and backward. A and D strafes left and right.

## STANCES

The name of the game is "don't get hit" and you want to make it as difficult as possible for the enemy to get a bead on you. Changing your stance is crucial to winning matches in that you must adjust to the cover points around you. In general, staying low makes you harder to hit.



If standing or crawling, press the Ctrl key to move into a crouch. Press Ctrl again to return to a standing stance.

If standing or crouched, press the C key to dive. This puts you in a prone position. While you cannot dive over objects, this is a quick way to get down and take cover, not to mention a great way to sneak around the field. Press the C key again to return to a standing stance.



***Note that you cannot fire your marker while crawling. You must stop moving while in a prone position in order to shoot.***

## STANCE and MOVEMENT SPEED

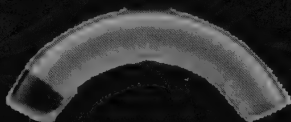
Your stance has an effect on your maximum speed. You move faster when standing than crouched. And you move faster crouched than when prone.

## PEEKING

Press the Q and E keys to peek left and right from behind cover.

## SPRINTING

Press and hold the Shift key while moving forward/back/left/right to sprint in that direction.



As you sprint, your Sprint Meter decreases and it changes from Blue to Red. Once exhausted, you must release the sprint button in order to recharge. You cannot sprint again until your sprint meter is at least 10% full. Your sprint meter changes from Blue to Red.

You cannot sprint while prone, however, you may sprint when crouched.

Note that when you sprint from a crouched position, you will automatically stand up to run. When you stop sprinting you will remain in a standing stance until you select another stance.

## AIMING

Move the mouse to aim.

## FIRST PERSON and THIRD PERSON



Press the X key to switch between First and Third Person views. Third person is useful for getting a better look at your surroundings and where enemy fire is coming from.

## FIRING

Left click to fire your marker. You must left click each time you want to fire your marker. The faster you click, the faster you will fire, however, this is limited by the marker's Shots per Second (see below).

## MARKERS

Below is a list of the markers and their ratings for Shots Per Second, Accuracy and Shot Distance. Accuracy and Shot Distance are assigned ratings on a 10 point scale, 10 being the best.

NAME	SHOTS PER SECOND	ACCURACY	SHOT DISTANCE
OL' FAITHFUL	3	7	4
GRUNT	5	3	4
ZERO-G	4	6	4
CLARABELLE	5	8	6
PRIME-R	7	4	6
FRENCHMAN	6	7	6
BONSAI	7	9	9
PSI-NYDE	9	5	9
CUDA	8	8	9
SWEETNESS	12	10	10

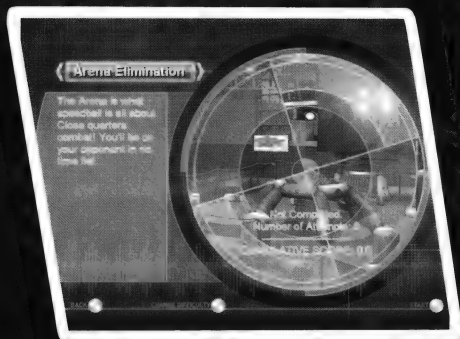
## FOCUS

Press the Z key to toggle between regular view and focused view. Focus view zooms in a little to focus on distant opponents. The downside to Focus is that your aim speed decreases. Don't get caught focusing on distant enemies when there's a more immediate threat. You will not be able to react fast enough.

## AMMUNITION

Your hopper can only hold 99 shots. In many cases this is more than enough, especially for slower firing markers. However, when you've got upgraded markers you'll have an itchier trigger finger. Press the R key to reload your hopper. Be careful not to run out of ammo in the middle of a firefight.

## CAREER MODE



Career mode is broken into 28 challenges. Sometimes, you'll be out-numbered. Other times, the opposing team will have higher-end markers than you. You know... just to keep you on your toes.

A description of the environment appears under the challenge title. Level status, stats and your cumulative career score appear in the center of the level screenshot. If a challenge has yet to be beaten, the word "LOCKED" appears over the level screenshot.

## PLAYING THE CHALLENGE

Click Change Difficulty to select Easy, Normal or Pro difficulties. Difficulty determines how accurate the AI is.

Click Start to begin the challenge.

After the challenge loads, you will receive a voice description of the current challenge as well as a fly by of the environment. Click the mouse button to skip the fly by.



If you beat a challenge you have the option to move to the next challenge or repeat the challenge you've just won.

***Note that if you then lose that challenge after already beating it, the next challenge will still be unlocked.***

If you lose a challenge you may either play the challenge again or return to the Career menu.

## CAREER MODE CHALLENGES

- |                                |                              |
|--------------------------------|------------------------------|
| 1. Arena - Elimination         | 15. Trenches - Center Flag   |
| 2. The Hill - King of the Hill | 16. Ridge - Elimination      |
| 3. Bunker - CTF                | 17. Woodland - Elimination   |
| 4. Town - Elimination          | 18. Trenches - Elimination   |
| 5. Arena - CTF                 | 19. Bunker - Center Flag     |
| 6. The Hill - Elimination      | 20. Industrial - Elimination |
| 7. Bunker - Elimination        | 21. Stadium LG - CTF         |
| 8. City - CTF                  | 22. Woodland - CTF           |
| 9. Ridge - Center Flag         | 23. Stadium SM - Elimination |
| 10. Stadium LG - Elimination   | 24. Ridge - CTF              |
| 11. Trenches - CTF             | 25. Industrial - Center Flag |
| 12. Castle - King of the Hill  | 26. Wild West - Elimination  |
| 13. Town - CTF                 | 27. Castle - Elimination     |
| 14. City - Elimination         | 28. Wild West - Center Flag  |

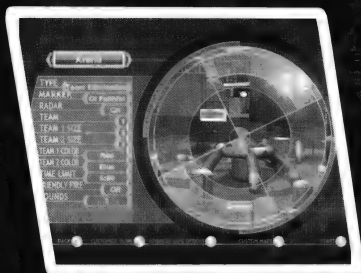
**SM** = Small

**LG** = Large

**CTF** = Capture the Flag

## SKIRMISH MODE

In Skirmish mode you decide how to set up the game. Click the arrows to the left and right of an option or environment to change them. Options include:



1. Select Game Environment
2. Choose Game Type
3. Change RADAR settings
4. Choose sides
5. Change Team Sizes
6. Choose Team Colors
7. Change Time/Frag limits
8. Turn Friendly Fire On/Off
9. Set number of Rounds

Click Custom Maps to play a match on a field you created. Click Customize Guns to change the default marker that each player will have, as well as colors and hopper styles.

Click Advanced Options to set Bot Skill (for single player games).

Click Start to begin the match.

## MULTIPLAYER MODE

Click Multiplayer to play against other human opponents via Internet and LAN. Click Internet or LAN to see the game list. Click on a game to join hit. Click the Host Game button to create your own game. Hosting a game is just like setting up a Skirmish match, however, Arcade mode is included as a Game Type.

## GAME OPTIONS

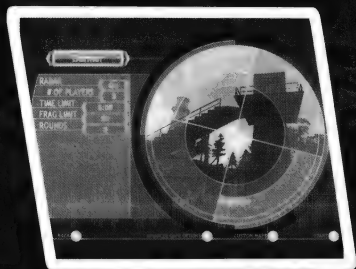
Select **Game Options** to change various game and control settings.

Select **Video Options** to change your resolution and select various graphic settings. If the game seems to play choppy, select a lower resolution and lower graphic settings. Also be sure to de-select the Anti-Aliasing option.

Select **Sound Options** to change Music, Effects and Voice volumes.

Select **Control Options** to change Mouse sensitivity, remap control keys and Invert Look.

# ARCADE MODE



Arcade mode offers a fantasy alternative to fieldball and speedball. Rules are essentially thrown out the window. Arcade matches are strictly Deathmatches.

## UPGRADING MARKERS

Each player starts with the lowest marker in the game, however, there are better markers placed throughout each level. Run through a weapon to pick it up. Once collected, the new marker stays with you until you are either tagged out or collect a different marker.

## POWER UPS

Arcade mode includes several Power Ups that enhance your abilities in game. Simply run through a Power Up to collect it. Once collected, the Power Up disappears from its base. It will eventually respawn. Power Ups only last for a limited amount of time, so be sure to take full advantage of them before time runs out.

***Note that Arcade mode is included as a Game Type when hosting Multiplayer games.***



### SUPER SPEED

Super Speed gives you all of the benefits of sprint (and then some) without depleting your Sprint Meter. You will be much harder to hit. Note that you must be standing to take advantage of Super Speed.



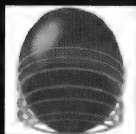
### SUPER JUMP

This comes in handy in a few different ways. Collect the Super Jump to access other Power Ups or use it to avoid enemy fire. And why use the stairs, when you can jump to the second story?



### INVINCIBILITY

For a brief time you will be unaffected by enemy fire. Show no mercy, but make sure you're invincible before you go all out.



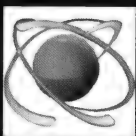
### RICOCET

Your paintballs will bounce off of walls, objects and the ground. The angle of the ricochet depends on the angle you shoot an object.



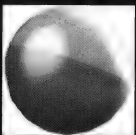
### SNIPER

All shots will be dead center. However, keep in mind, gravity still affects your shots, so they will still arc downward.



### RAPID FIRE

Fire at will! Your marker becomes a machine gun. Just hold the trigger in and let loose a barrage of paintballs. Also, you do not need to reload.



### CANNON BALL

Your paintballs are super-sized making it easier to hit opponents. And when you score a hit, your opponent is literally doused in paint.



### GHOST

Your opponents cannot hit what they cannot see. Ghost gives you invisibility for a very brief time. This is great for getting up close to an opponent.

It is possible to collect more than one Power Up at a time. Sometimes you first need to collect a Super Jump in order to reach other Power Ups. Ricochet + Cannon Ball + Rapid Fire makes for a killer combo.

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